Blind Mans Bluff

include
define

dark to hazy primitives
to be imagined not primarily to be seen
creating obstacles to navigate
seas of sound
subversive voices teasing
yourself from the path
like the walk of a ghost catching your mental skin
whisper that you are chasing me
and I am after you

typedef struct what knowledge is there to gain
from following my *other* footsteps?

for the level of difficulty
is dependant upon how many
times you look

for the indicator of change is virtual

for the dialogue is not scripted
in any book

else what can be classed as murmuring
fields which interact?

to answer the question above:
develop the sense of space

and direct sound while investigating
how much of the environment
is convincing enough to open your eyes.
return.

Andrew Gryf Paterson, 2001.